SCENARIO CARD

MOVEMENT COST CHART

The values below represent the number of time-points between moves for each type of unit specified.

Unit Type	Terrain					
	clear	l. woods	h. woods	l. hills	h. hills	mountain
HI	12	18	18	24	24	30
LHI	10	17	17	12	20	29
MI	12	18	18	24	24	30
LMI	10	17	17	20	20	28
LI	9	15	15	18	18	27
EHC	6	19	19	25	xx	xx
HC	6	18	18	24	xx	xx
MC	6	18	18	24	xx	xx
LC	4	16	16	21	xx	xx
WIZ	8	9	14	8	16	20

NOTE: The symbol xx means that the terrain indicated is prohibited to that unit type.

TERRAIN SYMBOL KEY

Clear Terrain

Light Woods

Heavy Woods

Low Hills

High Hills

Mountains

SCENARIOS

I. Ambush of the Valkyries

The Valkyries and their friends, the Unicorns are ambushed at a festival by hordes of Zorgs. A massacre of the Valkyries is averted by the timely intervention of the Centaurs. Attack the Valkyries or defeat the Zorgs, the choice is yours. There is no magic in this scenario.

II. Treachery of Ormolu, the Wizard

In this scenario, the wizard Ormolu is hunted by a group of humans and their allies. The searchers include human infantry and cavalry from Northwold and the Far Reaches, Hozgit infantry and Valkyrian lancers. The Wizard has the ability to create several illusionary replicas of himself.

III. Defeat of the Beasts

The humans and their allies gather an army to stop the chaotic Beasts from despoiling the countryside. The human army includes infantry and cavalry with Elvish archers, Dwarven infantry, Valkyrian and Centaur cavalry as allies. The Beast army is composed of Zorgs, Lizardmen (with a MzLiz detachment) and the dreaded Demons.

IV. The Battle of the Two Kingdoms

The two human kingdoms and their allies go to war in the climactic battle of ancient Osgorth. Northwold and its allied Valkyrie, Centaur, Elf and Fanchon Fighter troops battles The Far Reaches with the allied Lords of Lockwood and the Dwarves.

ERRATA

LINE OF SIGHT

Line of sight is blocked

1. by a unit at the same elevation;
2. by a non-clear hex intervening between attacker and defender without regard to elevation.

RACIAL BONUSES

Elves and Centaurs have a +1 tactical factor bonus when using bows.

Dwarves have a +1 tactical factor bonus when fighting Zorgs.

Demons have a +1 tactical factor bonus during combat and lower the morale score by 1 of any enemy unit within 3 hexes during the opponent's morale check.

Lizardmen (and women) have a −1 tactical factor bonus subtracted from the combat factor total of the opposing unit.

Unicorn/Valkyrie units always move one time-point sooner than their unit type normally moves.

DETAIL DISPLAYS

When you select the detail display option at the start of the game, you will be shown the morale and combat detail displays at the appropriate times.

MORALE DETAIL DISPLAY

This is only displayed during morale checks. This display shows the various factors which comprise the morale result. The abbreviations are:

1. **Dice** signifies the total of the die rolls used in morale checks.
2. **Close** signifies the aggregate total of enemy and friendly units within 3 hexes at the time of the morale check.
3. **Dead** signifies the percentage casualties of the checking unit; 1 factor is given for each 10% casualties.
4. **BS** signifies the cumulative number of battles won by the checking unit; may be positive or negative.
5. **RS** signifies the rout score; a negative value is added if the unit is in rout.
6. **Total** signifies the total of the above factors.

COMBAT DETAIL DISPLAY

This is only displayed immediately before combat is resolved. The combat factors for each unit are totaled and displayed on the screen. The abbreviations are:

1. **WF** signifies the weapons factor of the appropriate unit.
2. **TF** signifies the tactical factor of the appropriate unit.
3. **RF** signifies the random factor of the appropriate unit.

THE SHATTERED ALLIANCE™

MORALE

There are two levels of morale in *The Shattered Alliance:* unit morale and army morale. Listed below are the factors which affect unit and army morale and the procedures to change the morale levels.

UNIT MORALE AND MORALE CHECKS

A unit can be routed by two methods. The first is by failing a morale check (see below). The second is by losing more battles without moving than the unit's training class can withstand (see Training Class Chart).

FREQUENCY

Morale checks occur under the following circumstances:

1. When a unit is attacking and its last order was 1 to 6 (a move order)
2. When unit is within 3 hexes of a friendly unit which routs
3. When a routing unit is more than 3 hexes from any enemy unit

PROCEDURE

Three AVERAGE die (a dice marked with the numbers 2,3,3,4,4,5, instead of 1,2,3,4,5,6) are rolled and their totals added.

Unit Morale Factors (see below) adjust this total.

Unit Morale Factors

−1 Each 10% of Warriors lost
+/−1 Each Battle won/lost
+/−1 Each Friendly/Enemy unit within 3 hexes at time of check
−1 Each enemy Demon unit within 3 hexes at time of check

After the die rolls are added and the appropriate factors are subtracted, the Morale Table is read for the result.

Example:

Suppose that we have a B class infantry unit which has lost 20% of its men, has won two more battles than it has lost and has one enemy unit within three hexes. Three dice are rolled: a two, three, and two, for a total of seven. The computer subtracts two for the 20% casualties, adds two for the number of battles won and subtracts one for the nearby enemy unit. The total is six; a B class unit with a morale result of six will continue to take orders (refer to the Morale Table). Note that if this unit had been D class, it would have halted for 20 time-points and refused to take orders.

MORALE TABLE

	TRAINING CLASS			
RESULT	A	B	C	D
take orders	4+	4+	6+	8+
halt	3-0	3-2	5-3	7-4
rout	−1	1	2	3

TRAINING CLASS CHART

TRAINING CLASS	BATTLES LOST
A	4
B	3
C	2
D	1

A unit will rout after it has consecutively lost, without moving, the number of battles which correspond to its training class.

ROUT MOVES

The routing unit will attempt to move away from the enemy.

ARMY MORALE

Each unit is worth three points in determining the initial army morale level. The factors listed below change the army morale level by the indicated amounts. Note that each factor adds one to the gaining army's level AND subtracts one from the losing army's level. When an army's morale level reaches zero, the battle ends.

Army Morale Factors

+/−1 Each battle won/lost
+/−1 Enemy/Friendly unit goes into rout
+/−1 Enemy/Friendly unit moves while routing
+/−4 Enemy/Friendly unit destroyed

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